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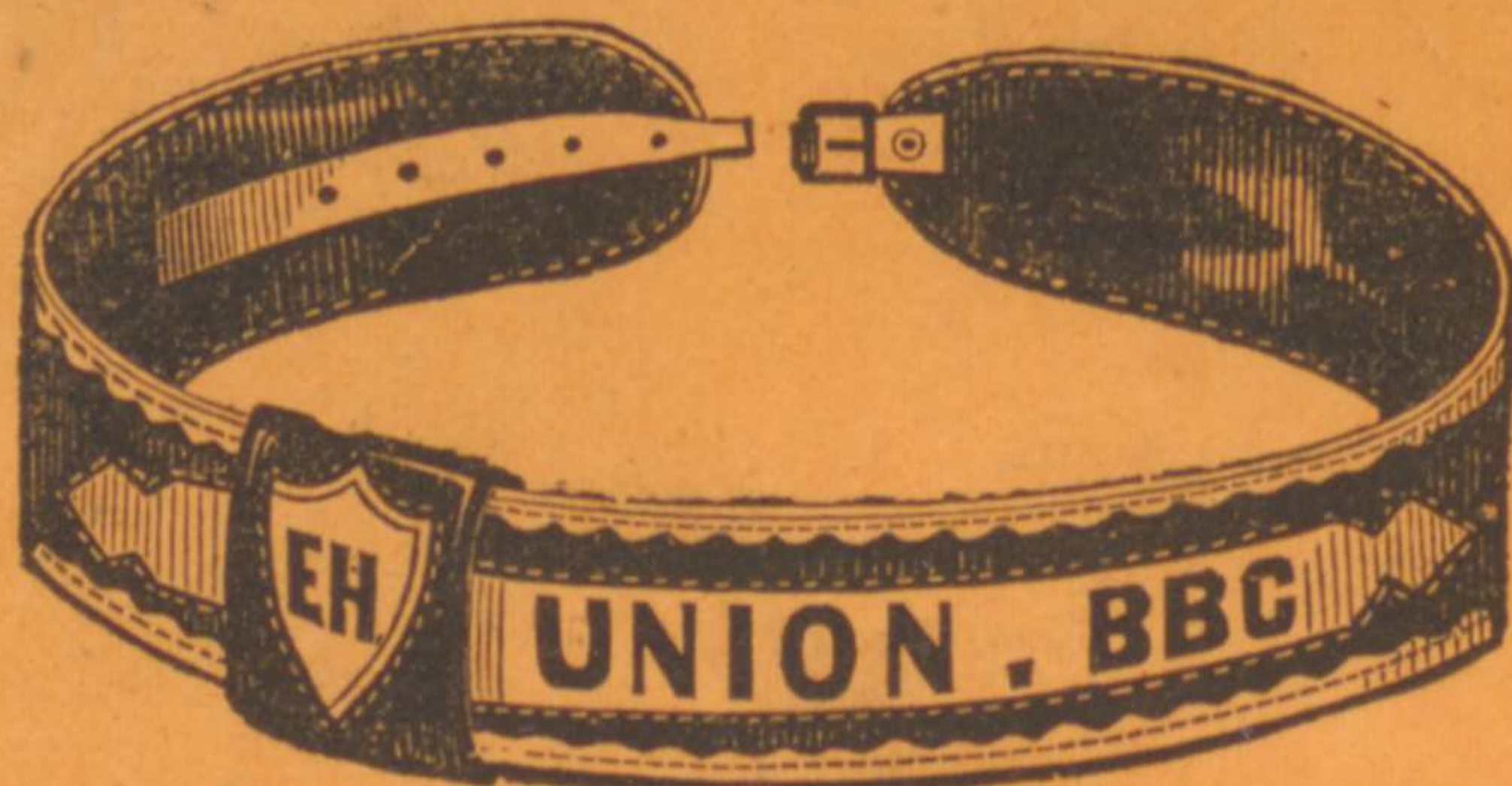


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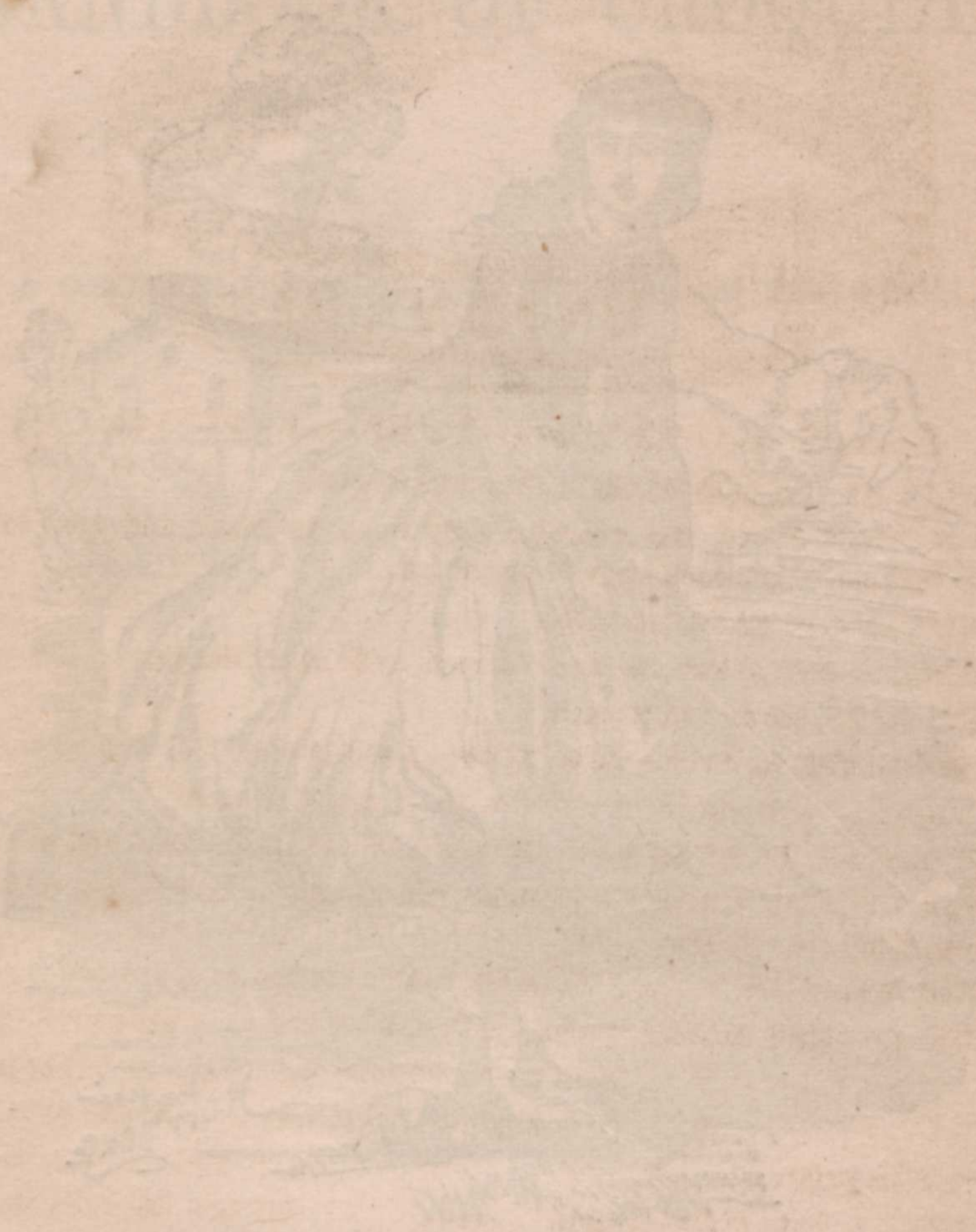
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BEADLE'S DIME

HANDBOOK OF CROQUET:

A COMPLETE GUIDE TO THE PRACTICE OF THE GAME.

BY EDMUND ROUTLEDGE;

GIVING ALL THE RULES PROPOSED BY VARIOUS AMERICAN
WRITERS ON THE GAME.

NEW YORK:
BEADLE AND COMPANY, PUBLISHERS,
118 WILLIAM STREET.

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Southern District of New York.

P R E F A C E.

CROQUET.—This popular pastime has, during the few years of its existence, rapidly outgrown the first vague and imperfect rules and regulations of its inventor; and, as almost every house at which it is played adopts a different code of laws, it becomes a difficult matter for a stranger to assimilate his play to that of other people. It is, therefore, highly desirable that one uniform system should be generally adopted.

Having studied the game carefully, noting every occasion when a dispute with regard to some point has arisen, I have framed a set of rules of so simple a nature as to be readily understood by all players.

In thus attempting the solution and settlement of many vexed questions involved in the practice of croquet, I hope I may not be regarded as presumptuous. I am, indeed, far from imagining my code of laws to be faultless, but I trust that they will be found to effect the main object in view—that of reconciling existing differences of opinion on the subject, by eventually establishing a *recognized method of playing the game*.

THE EDITOR.

PREFACE

Geometric—This popular position has during the few years of its existence, rapidly outgrown the first vigor and vigor of its rise and reputation of its inventor; and, as almost every town at which it is played, shows a different mode of law, it becomes a difficult matter for a manager to establish his play to that of other people. It is therefore, highly desirable that the author should be personally advised.

Having studied the game carefully, and having seen many who played with regard to some points, I have formed a set of rules, which I believe to be the best understood by all players.

In thus summarizing the various and sometimes of many varied questions involved in the position of play, I hope I may not be regarded as presumptuous. I am, indeed, far from imagining my code of laws to be perfect, but I trust that they will be found to effect the main object in view—that of removing existing differences of opinion on the subject by presenting a regulated method of playing the game.

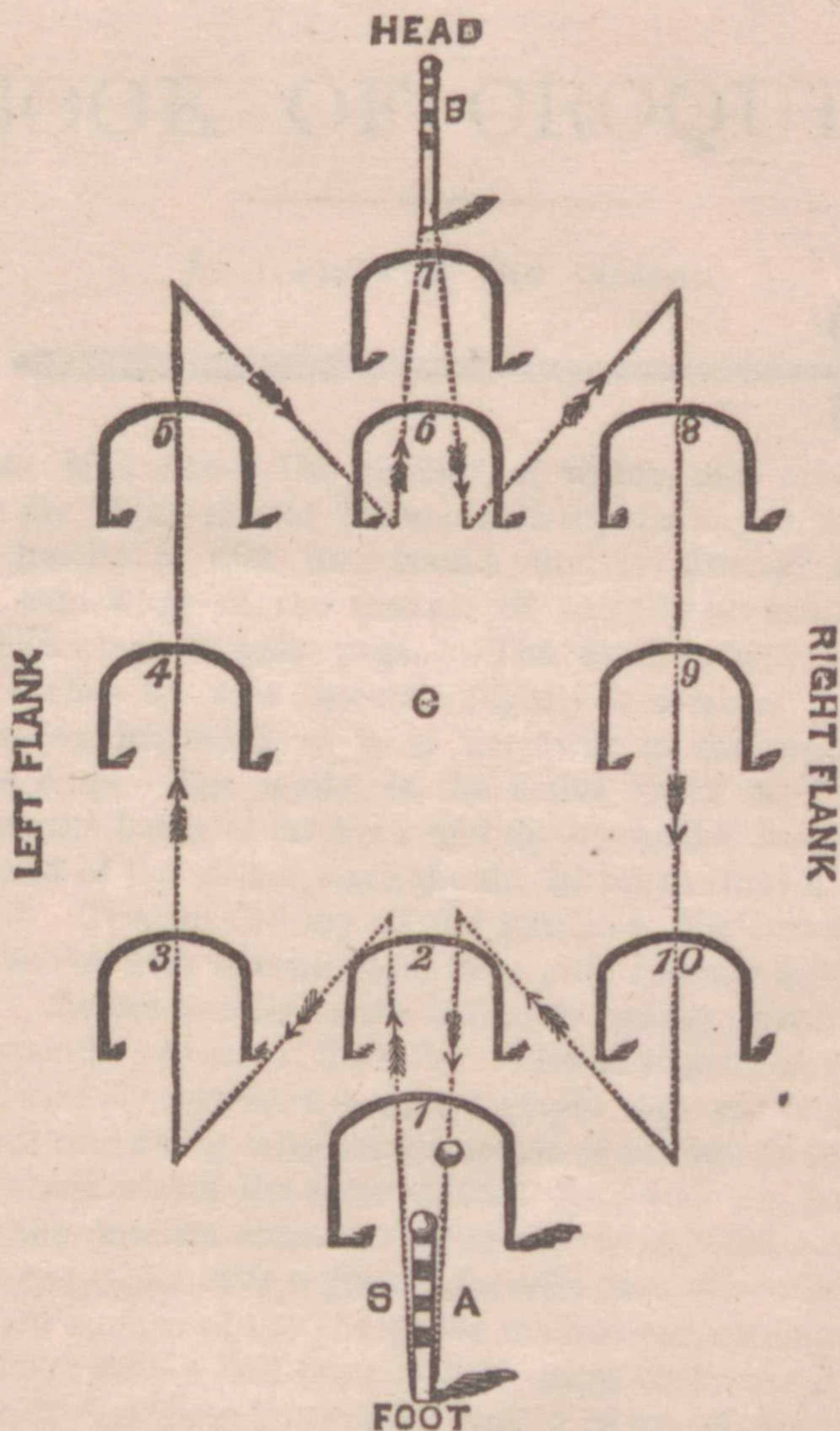
The Editor

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A, the starting-stake. B, the turning-stake. C, the center. S, the spot.

1, 2—Lower central bridges. 3, 4, 5—Left flank bridges.

6, 7—Upper central bridges. 8, 9, 10—Right flank bridges.

The dotted lines and arrows indicate the course of a ball in making the grand round of the game.

HEAD

NECK

THORAX

ABDOMEN

PELVIS

FEET

ANKLES

KNEES

ELBOWS

SHOULDERS

NECK

HEAD

NECK

HEAD

NECK

RIGHT ARM

LEFT ARM

3-A

3-B

3-C

3-D

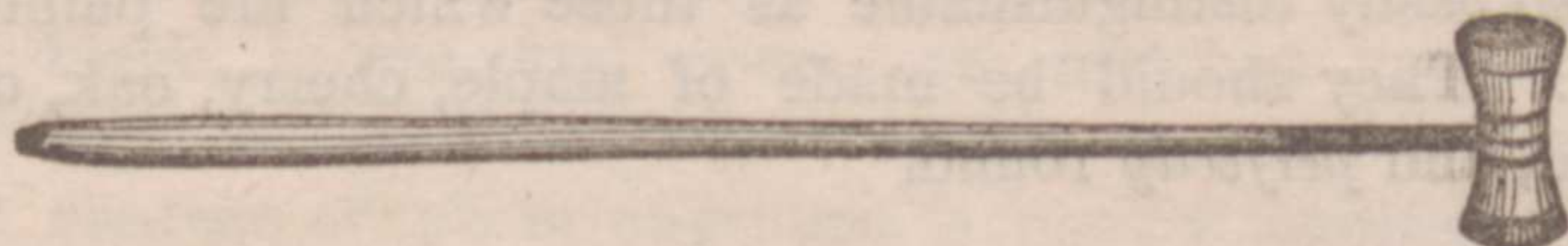
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BOOK OF CROQUET.

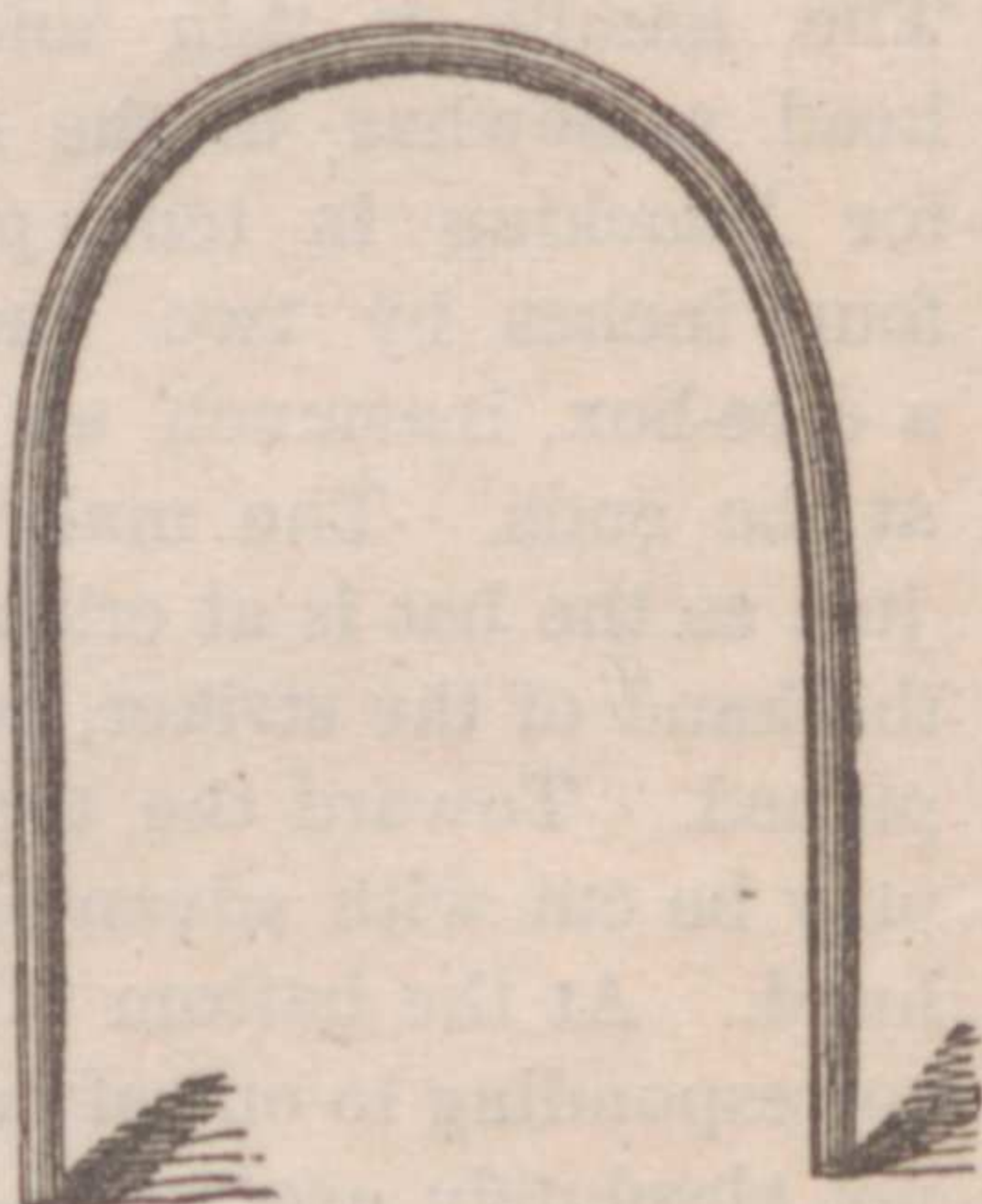
Materials of the Game.



THE MALLETS.—The mallets, of which, in a croquet set, there are eight, should be about thirty-six inches in length. The handle is thin and round, and is fastened into the head somewhat in the manner of an ordinary mallet used for knocking in tent-pegs. The head, which is about four inches by two inches, slightly resembles in shape a dice-box, inasmuch as it is narrower in the center than at the ends. The mallet is the active agent in the game, just as the bat is at cricket; and as the mallet is always in the hand of the striker, care should be taken that it is well planed. Toward the top of the handle a few circular lines may be cut with advantage, as they give a firmer hold to the hand. At the bottom of the handle is usually painted a color corresponding to one of the balls. This arrangement, although not absolutely necessary—since a player can use any mallet without interfering with the game—is of advantage in according to each player the same colored mallet as his ball; and were the mallets uncolored, disputes would probably arise about one which was a greater favorite than the others. As the hard surface of the end of the mallet-head coming sharply in contact with a ball often cracks, chips, or breaks it in two pieces, it has been suggested that a piece of wash-leather should be let in at each end of the head, in order to deaden the force of the stroke. We do not, however, recommend the adoption of this plan, as the wash-leather is not only likely to be soon torn, but in the course of the game may come out altogether; besides, a croquet-ball can always be replaced for a small amount, and, if played with carefully, ought to last twelve months at least.

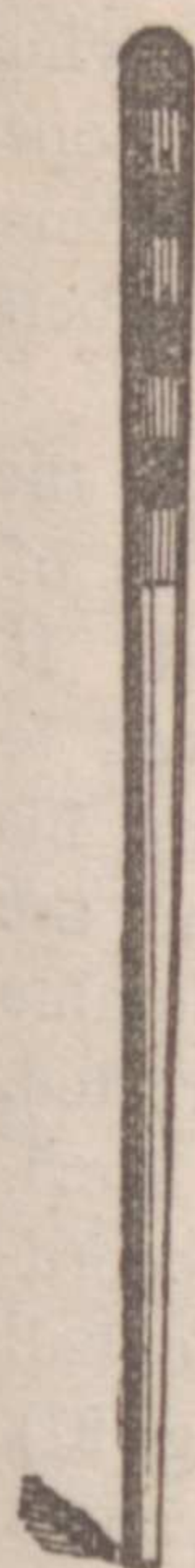
THE BALLS.—The balls are eight in number, and are painted in the following colors—blue, pink, black, yellow, brown, orange, red, green. The best size—the most convenient for playing with—is about eight inches in circumference. The balls of some of the better croquet games are not entirely covered with paint, but adorned simply by a band of paint, about half an inch in width. Balls colored thus are, however, not so easily distinguishable as those which are painted all over. They should be made of maple, cherry, oak, or ash wood, and *perfectly* round.

THE HOOPS.—The hoops, ten in number, are made of iron. They are about sixteen inches high, and twelve inches wide; although these dimensions are not of much importance. In some games the hoops are of bronze, or else are painted a golden color. Usually, however, they are of a black, iron tint. The set with which we generally play is painted white. This plan is in many respects advantageous, for as the shades of evening close round the players, the contrast between the grass and the hoops becomes less vivid, and consequently, in the excitement of the game, a player occasionally stumbles over a hoop, and probably hurts his legs: when, however, the hoops are painted white, the play can be continued to a late hour without the chance of such a casualty as the breaking of one's shins against the hoops.



THE POSTS.—The posts, two in number, should be about twenty-four inches high. One end must be sharpened into a point in order to allow it to stick well in the ground. One is called the starting, the other the turning post. As will be seen by the illustration, the top half is divided into eight divisions, each of which is painted according to the colors of the ball. Thus, beginning from the top, we trace the divisions into the following order:

- | | |
|------------|------------|
| 1. Blue. | 5. Brown. |
| 2. Pink. | 6. Orange. |
| 3. Black. | 7. Green. |
| 4. Yellow. | 8. Red. |



The order of the colors acts as a guide to the players; and since those on each side play alternately, it follows that in a game of eight, the dark balls—blue, black, brown, and green—are matched against the light balls—pink, yellow, orange, and red. The advantage of this arrangement is plainly manifest, since, during the game, the players, without referring to the peg, will know that the light colors play alternately with the dark. We admit, however, that opinion may be divided about the lightness of red as a color; and we therefore hope that the croquet-makers will change it into white, which is not likely to be confounded with the yellow, for the latter, in consequence of being in more frequent use, is sure to become dark in much shorter time than the former.

CLIPS.—A set of croquet-clips—little pieces of tin colored according to the colors of the balls, in order to slip over the hoops, and thus show the last ring through which the player has passed—has been lately introduced.



How the Game is Played.

SIDES are chosen in the usual manner, the captain of one side taking the blue ball and the captain of the other the pink; while the remaining balls are given to the other players in the order in which they are chosen. Eight persons can play at this game, but any smaller number will do equally well. If only six or four play, the same number of balls must be used; but if two play, the game is improved by each player taking two balls and playing them alternately as usual. If there be an odd number of players—either three, five, or seven—the players play against each other, or else one person takes two balls and plays for each side.

Assuming that each player has a ball and a mallet, that the hoops are arranged in either of the three positions given on

frontispiece, pages 14, 15, we now come to the mode of playing the game. The object is to drive the balls through all the hoops, in the direction indicated by the dotted lines on the diagrams, and to strike the two posts. The side all of whose members succeed in performing this feat first wins the game.

Now, although this is the chief object of the game, yet the act from which it derives its title, to wit "croquet," is of much greater importance than would at first be imagined. If a player hit with his ball any of the others, he is allowed to place his own against the ball he has struck, and setting his foot upon his own ball, he hits it with the mallet, and the force of the blow drives the opponent's ball a considerable distance in the direction toward which the mallet is directed. As a player is allowed to croquet either friend or foe, it is evident that he can do a great deal of damage or service, according to his inclination, since he is at liberty to drive the ball in any direction he pleases. (See rules of the croquet, page 21). It must, however, be borne in mind that no player can croquet or be croqueted until he has been through the first hoop.

The holder of the blue ball placing his ball twelve inches in any direction from the starting-post, endeavors by striking it with the end of his mallet, to drive it through the first hoop. If he succeeds, he continues his turn and attempts to send the ball through the second hoop, and then through the third; for driving the ball through a hoop or croquing another ball imparts the privilege of an additional stroke. When blue* has finished pink goes on, and the other players follow in the order in which the balls are marked upon the post. Till a player has gone through the first hoop, he is not allowed to have an extra turn, if his ball hit that of another. In a short time is palpably shown the great advantage of the croquet. Often, when a player has his ball in a good position in front of a hoop, another will hit it and drive it to the other end of the croquet-ground, compelling the croqueted ball to take two or three turns before it can regain its former position. Occasionally two or three balls lie close to each other, and one is struck by a ball which was some distance off. The striker is now allowed to place his ball by the side of the one he has

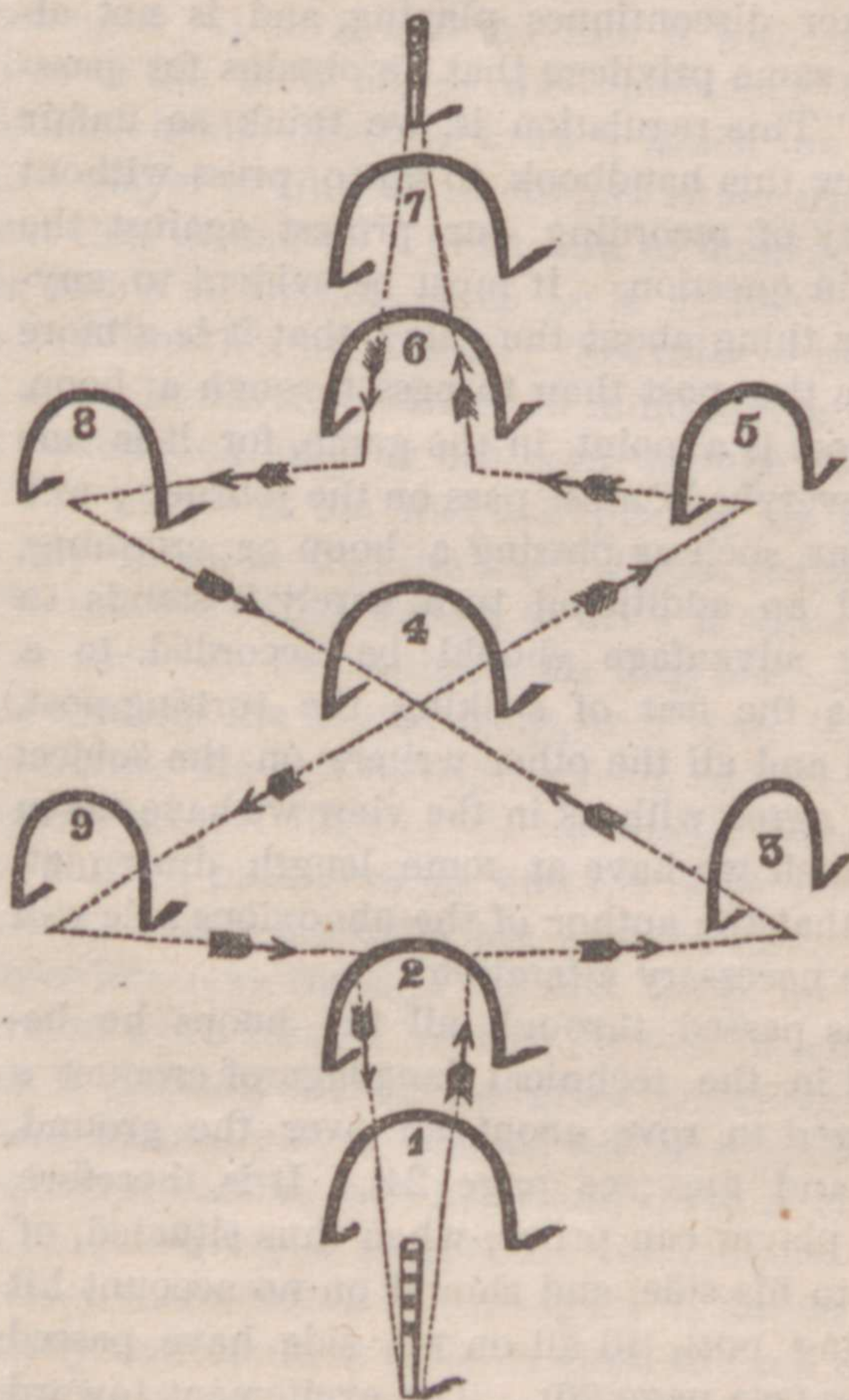
* In croquet, it is usual to designate the players by the color of the balls they use.

struck, and then, after croquing it, is almost sure of hitting the two others, since his last stroke has brought him so near them.

The player who reaches the turning-post first has great advantages for a time, for as soon as he touches it he commences his return journey, and meeting the other players on their road to the farthest point of their journey, he is able to croquet them and considerably impede their progress. While writing about the turning-post, we can not refrain from calling attention to a strange rule which appears in a recently-issued manuel of croquet. In this work it is stated that on touching the post the striker discontinues playing, and is not allowed for the act the same privilege that he obtains for passing through a hoop. This regulation is, we think, so unfair that we can not allow this handbook to go to press without taking the opportunity of recording our protest against the adoption of the rule in question. It must be evident to anybody who knows any thing about the game, that it is a more difficult task to strike the post than to pass through a hoop. Now, touching the post is a point in the game, for it is one of the stations that everybody must pass on the journey; and as for each other point, such as passing a hoop or croquing, the player is allowed an additional turn, surely it stands to reason that the same advantage should be accorded to a player who performs the feat of striking the turning-post. Captain Mayne Reid and all the other writers on the subject (with one exception), agree with us in the view we have taken on this subject, to which we have at some length drawn attention, in the hope that the author of the obnoxious rule will think fit to make the necessary alteration.

When a player has passed through all the hoops he becomes what is called in the technical language of croquet a rover, and is privileged to rove about all over the ground, croquing his friends and foes (see page 24). It is, therefore, obvious that a good player can prove, when thus situated, of immense advantage to his side, and should on no account hit the starting or winning post, till all on his side have passed through the last hoop (see page 20). The excitement toward the end of the game is almost inconceivable; each stroke is watched with the keenest interest. Gradually one by one the players hit the post, until perhaps only two remain, and

now occurs an opportunity for skillful play. If the two opponents are good players, they afford a rare treat to the bystanders. The object of both is first to hit the post, and, failing in that, to keep as far off his adversary as he can. Each endeavors, at the same time drawing nearer to the great object in view, to keep the post between his and the other ball. At length one plays at the post, misses it, and sends his ball near his adversary, who first hits it, next croquets it away, and then strikes the post, while all his side wave their mallets aloft, and boldly shout "victory!"



In this diagram, it will be seen that the two center side rings are done away with, and that one is placed in the center of the game instead; but although in the play we now require one hoop less than in the first diagram, (see frontispiece), yet the player will have to pass through the same number of hoops as before, since he travels twice through the hoop in the center, once on his way to the turning-post and once on his return. This position is necessarily not so simple as the last

one, for now all chance of going through the three side hoops in one turn is done away with, and few players will be able to make the passage in less than three turns.

themselves to players in the course of the game, and in no more forcible manner can they show their good play than by disregarding the passage of a hoop in order to croquet a foe and thus spoil his position. It can be easily understood that a player, who, by passing through all the hoops, obtains the title of "rover," and may, therefore, rove wherever he pleases, has far more power than one whose flight is fettered by being compelled to pass through the little iron hoops that dot the croquet-ground. He can either keep close to a laggard friend and aid him by the croquet, or he can take up a position a little in advance of a forward foe and delay his progress in a very unpleasant manner. Suppose that A has just passed through the last hoop but two, and that B, a rover, has taken up a position close to the hoop, in such a manner that a portion of it intervenes between him and A. If, then, the latter play near the hoop, B is sure to croquet him and drive him away. He is, therefore, compelled to keep some distance off the hoop until a friend comes to aid

him, unless a change in his position allows him to croquet B, which, if the latter is a good player, is not likely to occur. Now, having shown how a rover can worry a foe, let us demonstrate how he can aid a friend. A is close to the hoop through which he has to pass, and B, a rover of his own side, is in a line with him. If B hit A, he will probably drive him off his hoop and spoil his turn; but if B play to C, a spot half way between the two



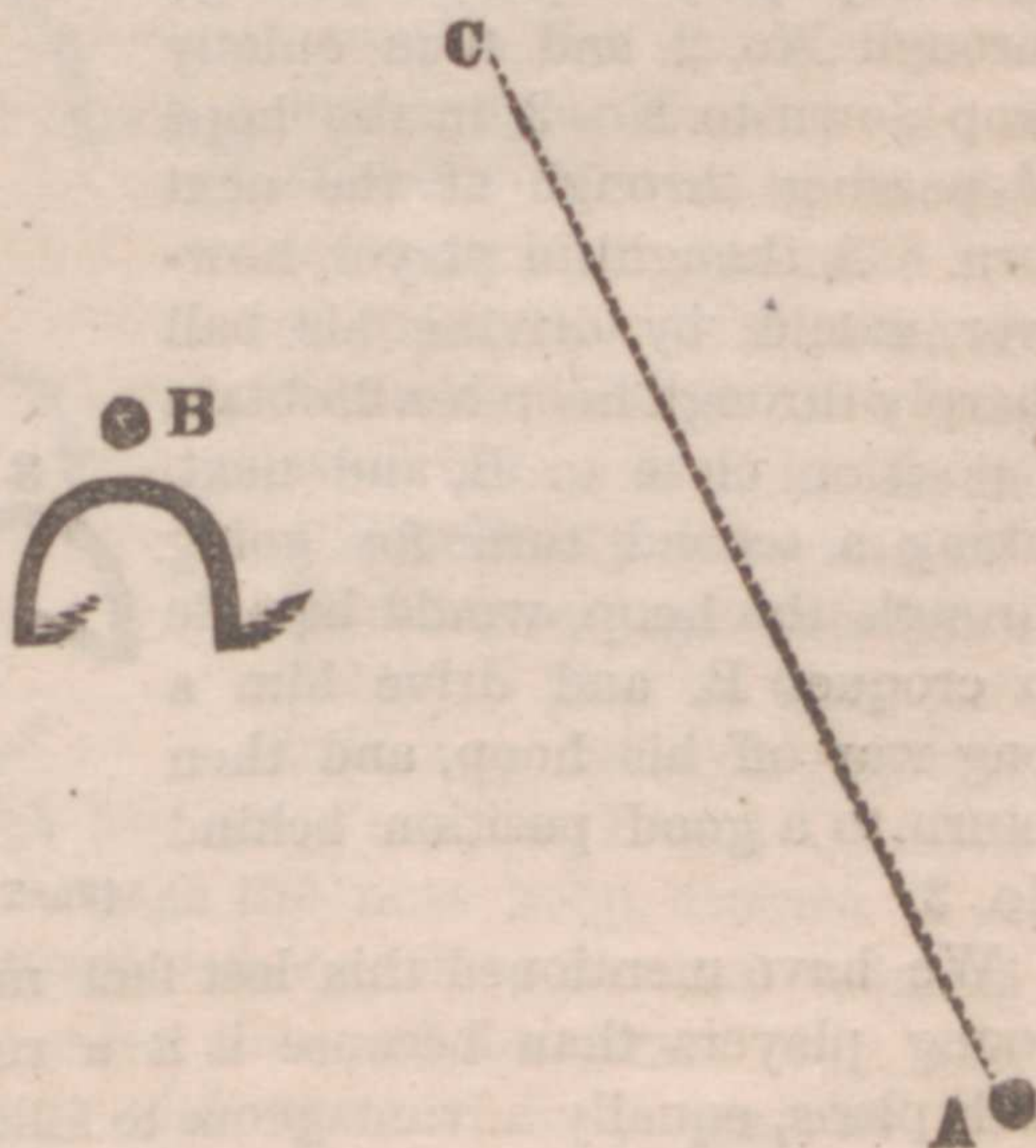
hoops, A can go through his hoop, croquet B and C, drive him to D, and then go through the next hoop, croquet B at D (for he has been through a hoop since he last croqueted him), drive him to the other side of the next hoop, and so on. A rover, playing with another ball, can be of

croquet, and with as much pleasure. It will, perhaps, be imagined, that as the board is so much smaller than the one used for the large game, the game will continually be delayed by the many acts of *croquing*; this idea, however, the barrier which the hoops interpose between the balls will effectually dispel. Of course the *croquet* is not performed in quite the same manner as in the larger game, for it would be quite impossible to place one's foot on the little balls which are used in this game. The forefinger of the left hand is therefore used instead, and answers the same purpose equally well. The rules of the game are precisely identical with those used in outdoor croquet, with one exception. When a player, in hitting another ball, drives it off the board, he at once ceases playing, and when the next turn of the ball thus disposed of arrives, it is to be placed in that corner of the board nearest to the place where it was driven off. This game has many attractions to recommend it, and is now becoming very generally adopted as the substitute in the winter for the summer outdoor croquet.

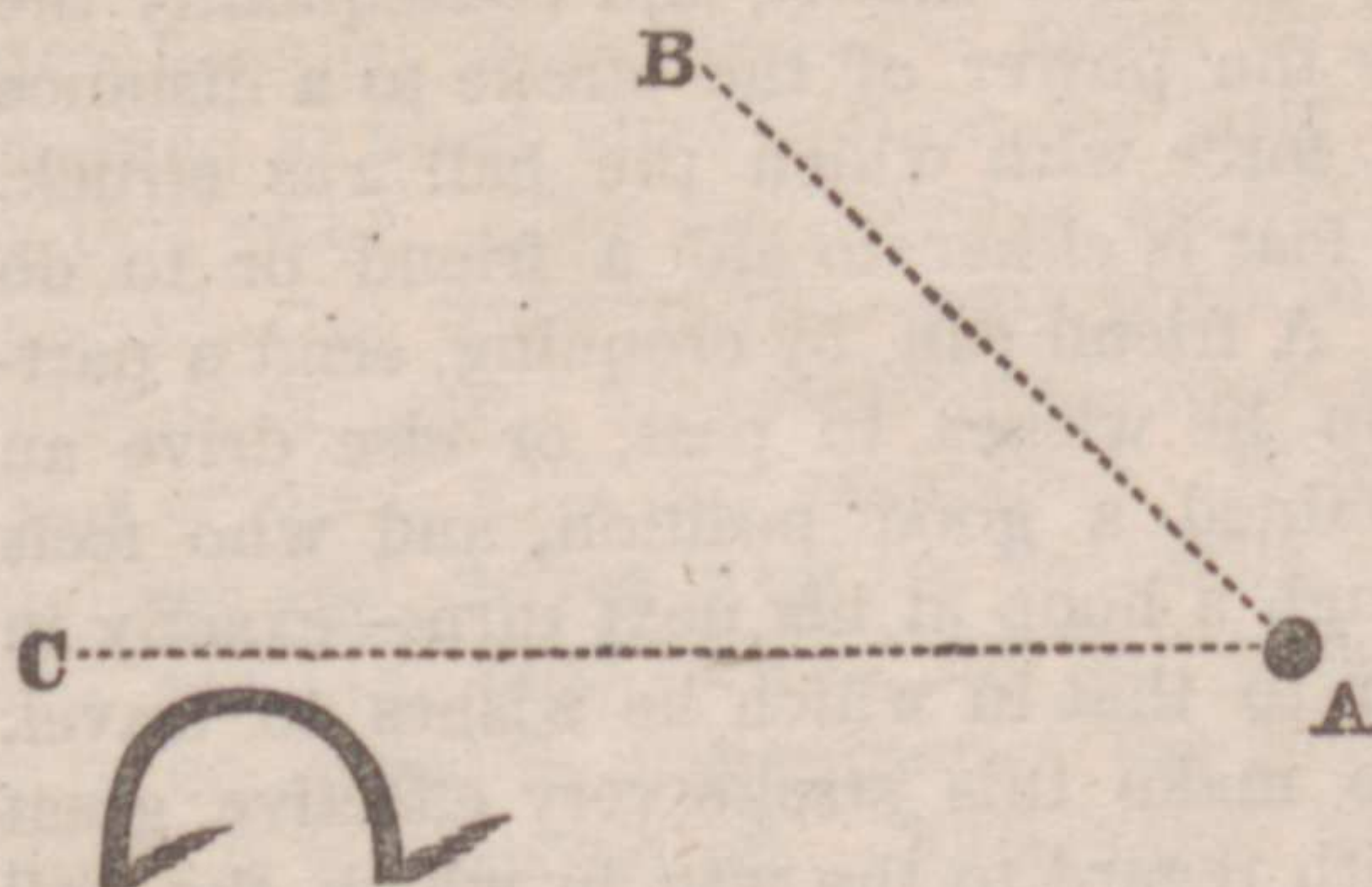
Hints to Young Players.

It is almost impossible (as the reader will already have perceived) to over-estimate the great importance that "the croquet" bears upon the game. A player who devotes all his efforts to pass through the hoops will find himself soon left behind by those who look upon that department of the game as merely subservient to the more fascinating task of driving away a foe, or of helping a friend; and this fact becomes more and more patent when the number of players is six or eight. True, when only two play, if one gets a good start, it is a somewhat difficult matter for the other player to stay his progress; and as this inevitably takes away half the interest of the game, we recommend a pair of players to use a couple of balls, since by so doing one can assist the other, and develop the croquet to great advantage; but then, again, it is not expedient to devote the whole of one's energies to produce a collision between two balls. The player's first rule should be to pass through a hoop; if, however, he sees an equal chance of passing through it, after he has gone out of his route to drive an adverse player away, he should at all times make use of the croquet; for it must be remembered that

keeping an enemy back is almost equivalent to making progress, and that the game can not be lost as long as a foe's ball is behind one's own. The art of the croquet consists in placing the striking ball in juxtaposition to that ball which has been struck, and then, setting the left foot upon his own ball, the striker hits it sharply with his mallet, and consequently the other ball is driven by the power of the stroke to a distance in proportion to the force with which the ball was struck. The purpose of this feat is either to aid a friend or to do damage to an enemy. A friend can, by croquing, send a partner through the hoop he wishes to pass, or else drive an enemy—who has obtained a good position, and who feels certain of going through a hoop at his next turn—exactly in the opposite direction to that in which he wishes to travel. In order, however, to make this stroke very effective, great care must be taken with regard to the way in which the ball is driven. Many thoughtless players think nothing of driving a foe close to a friend, or, in the hopes of assisting their side, send a friend into the immediate neighborhood of a foe; thus improving the position of the adverse side, and damaging that of their own. The difference that a few thoughtful players make to a side is wonderful. While others hit their balls about without ever thinking that at his next turn a foe will probably croquet them, the careful players, anticipating the positions of the other balls, place themselves in a position from which, when their next turn comes, they can either go through a hoop, or croquet the ball of a more careless player. Thus, if foe B is behind a hoop through which A has to pass, but requires two turns for the passage, it would be very absurd



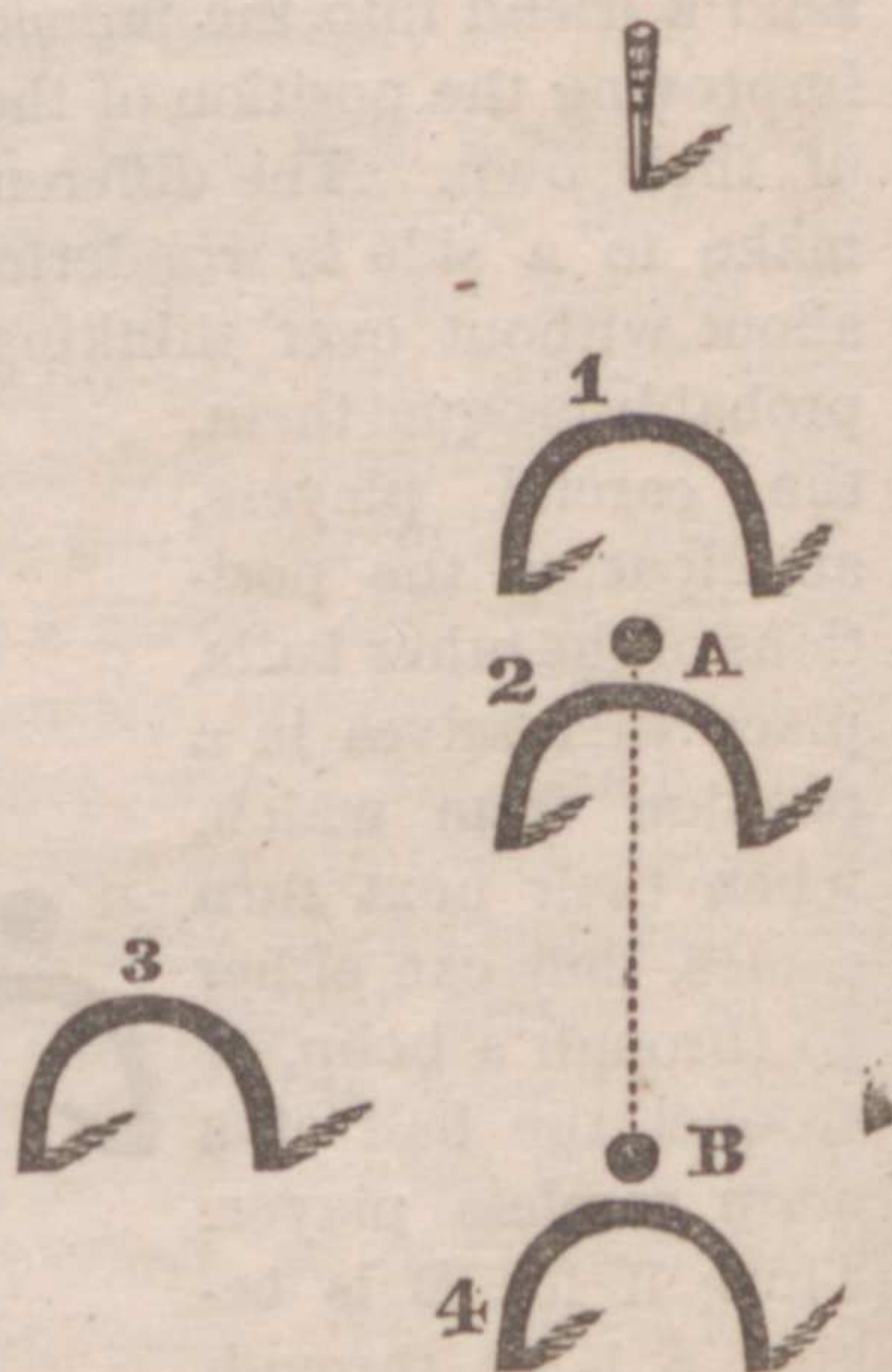
if A were to place himself close to B, in the hope of passing through next time, since B would be sure to croquet him, and place him in even a worse position than he occupies in the illustration. A should content himself by playing to C, for B would not go so far out of his way to croquet him, and then A could go through the ring the next time he plays.



If A is at the side of a ring through which he can not possibly pass in one turn, he should play behind the ring to the spot marked B, and not in a line marked A C, or else he would probably go either

too far or not far enough, and be forced to accomplish in three turns what, if he had gone to B, he could probably have done in two.

Suppose B to be placed in front of the fourth ring (see position of hoops, diagram, page 14, and A, whose turn it is, to be behind No. 2; many players would just go through No. 2, and then quietly drop down to No. 3, in the hope of passing through at the next turn. A thoughtful player, however, would, by driving his ball sharply through hoop No. 2, obtain a position close to B, and next, taking a second turn for going through the hoop, would be able to croquet B, and drive him a long way off his hoop, and then return to a good position behind No. 3.



[For Turning-post and Starting-post.]

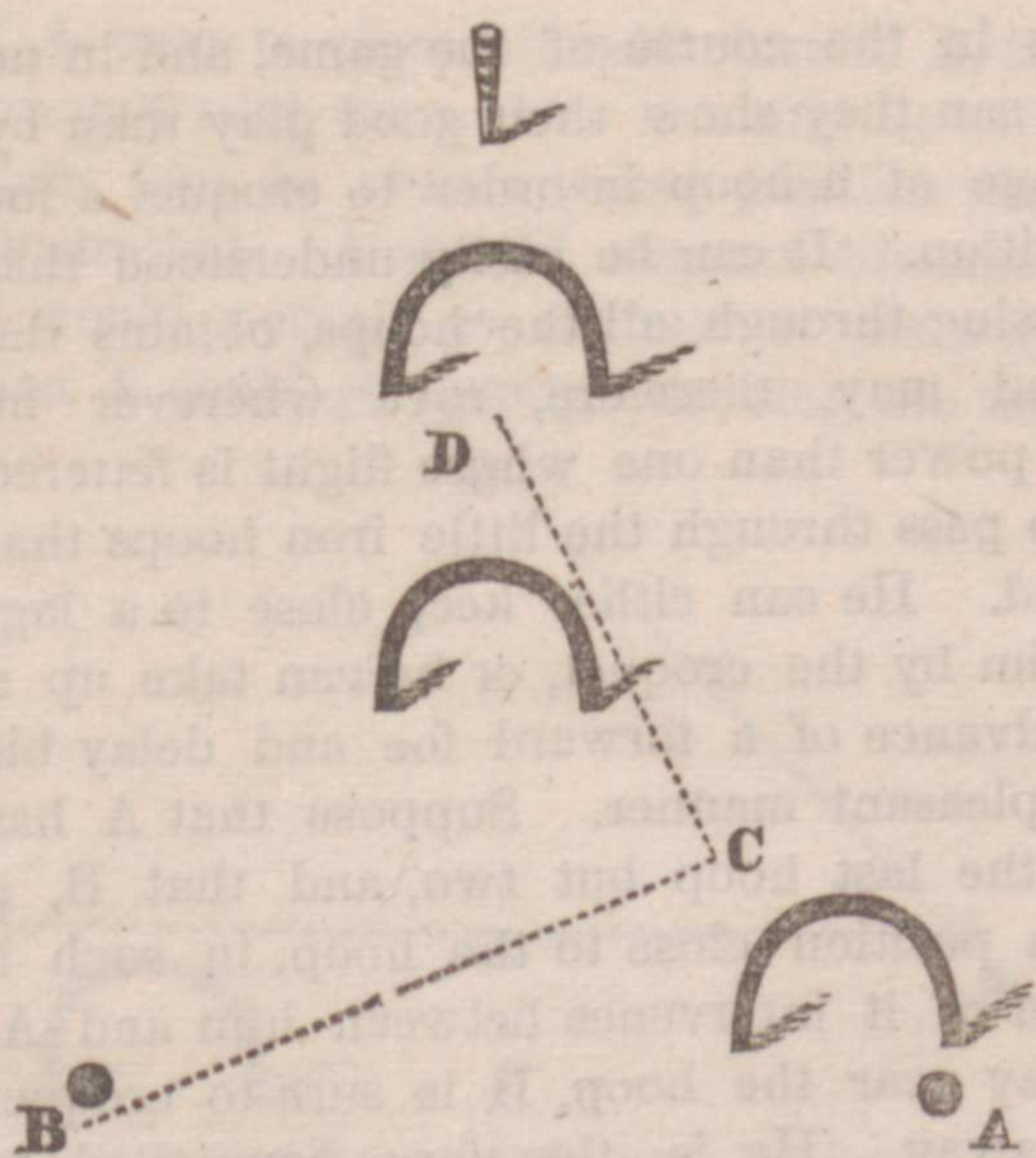
We have mentioned this last fact more as an example for young players than because it is a recognized rule. Many such plans, equally advantageous to follow, will readily present

themselves to players in the course of the game, and in no more forcible manner can they show their good play than by disregarding the passage of a hoop in order to croquet a foe and thus spoil his position. It can be easily understood that a player, who, by passing through all the hoops, obtains the title of "rover," and may, therefore, rove wherever he pleases, has far more power than one whose flight is fettered by being compelled to pass through the little iron hoops that dot the croquet-ground. He can either keep close to a lag-gard friend and aid him by the croquet, or he can take up a position a little in advance of a forward foe and delay his progress in a very unpleasant manner. Suppose that A has just passed through the last hoop but two, and that B, a rover, has taken up a position close to the hoop, in such a manner that a portion of it intervenes between him and A. If, then, the latter play near the hoop, B is sure to croquet him and drive him away. He is, therefore, compelled to keep some distance off the hoop until a friend comes to aid



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hoops, A can go through his hoop, croquet B and C, drive him to D, and then go through the next hoop, croquet B at D (for he has been through a hoop since he last croqueted him), drive him to the other side of the next hoop, and so on. A rover, playing with another ball, can be of



more help to him than hindrance to a foe; and as it is more important to get the balls of one's own side forward than to delay those of a foe, the former plan should, when feasible, be adopted. Thus it will be seen that a good rover is of the greatest service to the side, and that the sooner he is placed *hors de combat*, the better for

the opposite side. The rovers on the other side should therefore do all they can to make the rover's ball hit the post by croquing it against it, if possible; for although, if all on his side hit the post before those on the other, the game is won, yet when the best player, being dead, is able to render no further assistance, the game often goes against that side. This plan, however, must be adopted with the greatest precaution and care, and on no account whatever should a bad player be thus disposed of, since the mere fact of keeping him in the game is of the highest importance, as his services are of little avail to his own side, who can not win as long as one of their party remains in the game. With these few desultory hints, we conclude this chapter, which all beginners should study carefully, and, we hope, with advantage.

RULES OF THE GAME.

Striking.

1. At the commencement of the game the ball may be placed twelve inches in front of the starting-post.
2. In striking the ball, the player must stand on one side of the ball, and not behind it.
3. In striking, the mallet must be about an inch from the ground, and must not be pushed along it when the stroke is made, except when the distance between the ball and some other object is too small to admit the mallet lengthwise.
4. The ball must be struck with an end of the mallet, and not by the side.

Order of Playing.

5. The balls are to be played in the order in which they are marked upon the post.
6. If any player play out of his turn, he finishes the stroke; but, for the violation of the last rule, he is deprived of the next turn.
[It may, perhaps, be suggested that a player, seeing a good opportunity for some effective stroke, would purposely play out of his turn. This we doubt, for not only would the deprivation of his next turn do him a great deal of damage, but the chances are that one of the other players would stop him before he had commenced the stroke.]
7. If a player play with a wrong ball, he has to replace the ball and lose his next turn.
[This penalty is not enforced against a player if the error be not discovered before the arrival of his second turn.]
8. If a player, by a stroke of his mallet, drive his ball through the next hoop in the order of his course, he is allowed to continue his stroke.
9. A player may, in one stroke, drive his ball through more than one hoop.
10. If a ball, in going through a hoop, strike another ball, the player can either continue his stroke at the next hoop, or else croquet the ball that is struck; but he is not allowed two turns for passing through a hoop, and then hitting a ball.
11. If a ball strike another ball, and then pass through a hoop, the player can either croquet or continue his stroke, and has not to pass through the same hoop again.
[From this rule the reader may infer, that if a ball go through its hoop either by striking another ball, or by hitting the sides of the hoop, it is considered to have passed the hoop.]
12. If, however, the ball strike the person or mallet of a player, and go through a hoop, the stroke does not count.
13. If a ball instead of playing at its hoop, play at a ball on the other side of the hoop, and consequently have to be moved by the hand through its

own hoop in order to croquet, it is not considered to have gone through the hoop but must return to the proper side of the hoop in the ordinary manner.

14. A ball can be croqueted through its own hoop.

15. If a croqueted ball in its passage drive another ball through its own hoop, the stroke holds good.

16. A ball is not through a hoop if the handle of the mallet when laid across the two sides of the hoop from whence the ball came touches the ball without moving the hoop.

[From this rule we can infer that if a ball, having been sent the wrong side of the hoop it has to pass, be driven back, and yet not far enough to be through the hoop, it can not play through the hoop at its next turn, but must play through it in the contrary direction in which it is going, in order that, at its next turn, it may be on the proper side of its hoop.]

17. If a ball pass through a hoop which is not the one through which it has first to pass, the stroke does not count, and the ball has to pass through the hoop again when it is in its position for doing so.

18. If a player strike a ball which he can not croquet, and by that stroke go through a hoop, the last stroke holds good, and he has another turn.

19. If a ball, when croqueted through its hoop in a wrong direction, roll back through the hoop, it has not to pass through the same hoop in the same direction again.

The Croquet.

20. A player is allowed the privilege of croquing whenever his ball strikes another, except when, by doing so, he makes the ball that is struck hit the winning-post, if it have passed through the rings.

21. In croquing the ball, the player must keep his foot firmly upon his own ball, and if the stroke move it, the ball must afterward be brought back to the position it occupied before it was struck.

[It has, however, been the custom in some parts of the country to allow the croqueur to keep his foot only lightly upon his own ball, and then allow the stroke to drive the two balls together. This plan is, however, we think, so obviously unfair, and whenever it is carried into force provokes so much discussion, that it ought never to have been adopted. Take, for instance, the case of a rover in the act of croquing: he can drive his own ball a dozen yards in the direction of an adversary and, continuing this game, he is able, by a series of croquets, to traverse the whole ground, and croquet almost every player; thus making the game of much longer duration than otherwise it would have been, and certainly of much less interest to most of the players, since, according to this arrangement, no person, whatever position he may occupy, can be safe from the attacks of the roving croqueur.]

22. No ball can croquet, or be croqueted, until it has passed through the first hoop.

23. No ball (except a rover) can croquet the same ball twice, until it (the croqueur) has passed through a hoop or touched the post since its first croquet.

[If, however, the croqueur be a rover, he can not croquet the same ball twice in one turn. In either case, however, he is at liberty to strike the same ball twice, but this act does not allow him the privilege of a fresh stroke.]

24. A croquet need not necessarily be a distinct stroke. If the striking ball in its passage hit either a post or a hoop, and then cannon upon a ball, the privilege holds good; and if also one ball strike two or more others, each of these is croqueted in the order in which they were struck, but the striker has only one additional stroke when he has croqueted the lot, and not one for each ball he has struck.

25. As the moving of the croquing ball is of itself illegal, it stands to reason that if this ball during the stroke slip and touch another ball, the player has not the right to claim the privilege of the croquet.

26. A player, after striking the ball, is not necessarily compelled to croquet it, but is allowed to play in any direction he pleases.

[It must, however, be understood that he must play from the place where his ball is, and not, since he abnegates the privilege of it, as after a croquet, from a position touching the ball he has struck.]

27. If a player hit a rover, and by the blow force the other ball against the winning-post, he can not croquet the ball, as it is plainly dead; he, however, retains the privilege of another turn. As the ball is dead, it must be moved at once.

28. If a player in the act of croquing do not move the croqueted ball at least six inches, he is at liberty to take the stroke over again.

[Of course the croqueted ball must be placed in the position it occupied before it was struck.]

29. A player is at liberty to diverge from his course at any time, and croquet any player in whatever position he may be.

30. If a ball when croqueted hit another, it is not considered that the second ball has croqueted the third.

31. If a ball go through a hoop and then croquet, it counts both.

32. If a player croquet a ball illegally, he loses his next turn.

33. If a ball hit two or more balls by one stroke, and croquet one, it is forced to croquet all it has struck and is not allowed to croquet one and leave the others alone.

34. If a ball is croqueted upon the turning-post, the stroke holds good, if the post be the object the croqueted ball is playing at.

35. If a player hit a ball through a hoop, and in the same stroke go through as well, he has only one extra turn for it.

The Posts.

36. No ball until it has struck the turning-post can be behind the starting-post.

[Thus, if it be croqueted behind the starting-post, it may be placed twelve inches in any direction in front of it.—See Rule 1.]

37. Striking the post enables the player to have a fresh turn, and is in all respects equivalent to passing a hoop.

38. A player who, having gone through all the hoops, strikes the

winning-post, is dead; and being out of the game, is not allowed to have a fresh turn.

39. If either of the posts be struck by a ball that is driven thither by a croquing or croqued ball, or in passing through the next hoop to it in the right direction, the stroke holds good.

40. If a ball be moved by a player when it should not have been touched, it must be restored to its former position, even if the stroke have sent it against a post or through a hoop.

41. If any ball (or balls) be struck by the ball moved, as in the last rule it must be at once replaced in its former position.

42. If a ball, in croquing, slip from under the feet and strike the turning-post, the stroke does not count; and if a player, in croquing, let the ball slip, and pass through his right hoop, it does not count.

[By the same rule, if a player in croquing strikes the winning-post, the stroke does not count.]

43. If a ball be hit off the ground on a gravel-walk or a flower-bed, it is to be placed at once twelve inches from the limit of the boundary.

44. If two balls are knocked off, the one whose turn it is to play first is at liberty to play at the ball that has been knocked off.

The Rover.

45. If a rover croquet the same ball twice in one turn, his next turn is forfeited.

46. As a rover has passed through all the hoops, he is not allowed to croquet the same ball twice in one turn.

47. A rover has only the right to play a second time when he croquets another ball.

48. A ball is dead as soon as it has passed through all the hoops and struck the two posts.

49. A rover who hits another ball and then the post, is dead, and can not take another turn.

50. The game is finished when all the players on one side have gone through all the hoops and struck the two posts.

51. A match is best of three games.

52. A tournament is best of three matches.

In addition to the foregoing rules we give the following, adopted by some players:

From the players two chiefs should be chosen, who select their partners and lead their sides during the game. To determine the first choice, as well as the first play, a chief places his ball under the first arch and drives it toward the starting-stake; the other chief follows in the same way, and the one coming nearest the stake leads the game, and should play the balls of the color at the top of the stakes.

1. On commencing, each player places his ball within a mallet's length of the starting-stake, in any direction, and the first stroke must be to pass through the first bridge.

2. The players on each side are to play alternately, according to the colors on the stakes, and this order must be followed during the game.

3. Each player continues to play as long as he plays with success,—that is, as long as he drives his ball through the next arch in order, or hits (roquets) another ball.

4. When a player hits another ball with his own, he is said to roquet it, and may, if he pleases, croquet it, which is done as follows: He places his own ball against the other so that they touch, places his foot on his ball, and then strikes it with his mallet; this drives the other ball in such direction and to such distance as the player pleases. It is not necessary to put the foot on the ball, though it is usually done.

5. A player must move the ball he croquets to continue his play. If there are sides in the game, a friend may be helped into a desirable position, or an enemy driven away from the ground; a ball thus driven far out of the play-ground is said to be sent "up country." No ball can roquet or be croquetted until it has passed through the first hoop.

6. A player missing the first hoop is called a "booby," and must take up his ball and start again when his turn comes.

7. A player may roquet any number of balls consecutively; but he can not croquet the same ball twice during the same turn without sending his own ball through the next bridge in order.

8. When a player has made a complete circuit from the starting-stake, back to this stake he may retire from the game by driving his ball against the starting-stake, or he may remain in the game as "a rover," and will have the power of croquetting, consecutively, all the balls during any one of his turns, and if there are sides, may materially help his friends or annoy his opponents.

9. A player must fairly hit his ball, and not push it. A ball is considered fairly hit when the sound of the stroke is heard. One may play in any attitude, and use the mallet in any way he pleases, so that he strikes the ball with the face of the mallet.

10. When the ball of a player hits the starting-stake after he has been through all the bridges, whether by his own play, or by being croquetted, he is out of the game, and his turn is omitted.

11. A ball is considered to have passed through the bridge if it can not be touched by the handle of the mallet laid on the ground across the bridge on the side from which the ball has passed.

CROQUET TERMS.

ARENA.—The space inclosed within the boundaries of the croquet-ground.

ATTACKING.—Playing at an enemy's ball, for the purpose of putting it out of position.

BOOBY.—A ball that has attempted to run the first bridge, and failed.

BRIDGE (OR ARCH).—The iron hoop through which the ball passes.

CENTER.—The central part of the arena.

CENTRAL BRIDGES.—Those in a line between the two stakes.

CHIEFS.—The players selected for marshaling the sides.

CLIMBING ON THE SCAPE-GOAT.—Roquing a ball into a better position for the player: so that the roquing ball may gain advantage in position.

CONCUSSION.—The displacement of a ball by another driven against it by roquet, croquet, ricochet or roquet-croquet; and not hit directly, either by the mallet or the playing-ball.

COURSE.—The direction taken by the ball on its grand round.

CROQUETERIE.—Implements used in playing—*balls, bridges, mallets and stakes.*

CROQUING.—A ball, having made roquet on another, is taken up, and placed in contact with the ball on which it has roqued. The player sets foot upon the former; presses firmly, so as to hold it in place; and, with a blow of the mallet, drives the roqued ball in any direction desired.

DEAD BALL.—A *rover* struck against the starting-stake, and therefore struck out of the game.

DOUBLE-POINT.—Two points made by one blow of the mallet.

ENEMY.—An opponent in the game.

FLANK BRIDGES.—Those upon the flanks—also denominated *right and left.*

FLINCH.—When the ball in the act of "croquet," at the blow of the mallet, slips from under the foot of the player.

FOOT—That part of the arena contiguous to the starting-stake.

FRIEND—A partner in the game on a side.

FRONT OF A BRIDGE, is that side from which the player must proceed, in passing through it.

GRAND ROUND—The grand round consists in duly running all the bridges—the central ones in both directions—tolling the turning-stake in its proper time, and returning to the *spot*.

HALF-ROUND—Having reached the point where the turning-stake is to be tolled.

HEAD—That part of the arena contiguous to the turning-stake.

HELPING A FRIEND—Roquing, or croquing a friend's ball into a better position.

LEADING BALL—The ball first played from the spot.

MAKING POSITION—Making roquet, or ricochet, on a ball already in position.

MATCH—The best of three games.

OUT OF POSITION—When a ball can not be driven through a bridge by a single blow of the mallet.

POINT—When a ball passes through a bridge, or makes a like success.

OVERRUNNING A BRIDGE—When a ball, struck by the mallet, rolls past or over its proper bridge.

POSITION—A ball is *in position* when it lies in *front* of its proper bridge, and can be driven through by a single blow of the mallet.

PROPER BRIDGE—That which the player intends to pass through.

PUSH—When the player presses the ball forward with the face of the mallet, instead of giving it a *blow*.

RICOCHET—A ball making roquet on two or more balls, by one stroke of the mallet.

ROQUET-CROQUET—A ball having made roquet, is taken up, placed contiguous to the roqued ball, and, without being held under the foot, is struck by the mallet, and both balls driven in any direction desired.

ROQUET—A ball makes "roquet" when, upon receiving a blow from the mallet, it comes in contact with another ball.

ROVER—A ball having made the grand round, but not striking the starting-stake, continues on in the play.

RUNNING A BRIDGE—When a ball has been driven through the arch of its *proper* bridge, either by a single blow of the mallet, by roquet, croquet, ricochet, concussion, or roquet-croquet.

SPOILING AN ENEMY—Striking an enemy's ball out of position, by means of roquet, croquet, ricochet, concussion, or roquet-croquet.

SPOT—The point from which the playing commences.

STARTING-STAKE—The stake from which the playing proceeds at the lower end of the *arena*.

STRIKING OUT—A ball struck against the *starting*-stake by mallet, roquet, ricochet, concussion, croquet, or roquet-croquet, after having run *all* the bridges—the central ones in both directions—and tolled the turning-stake.

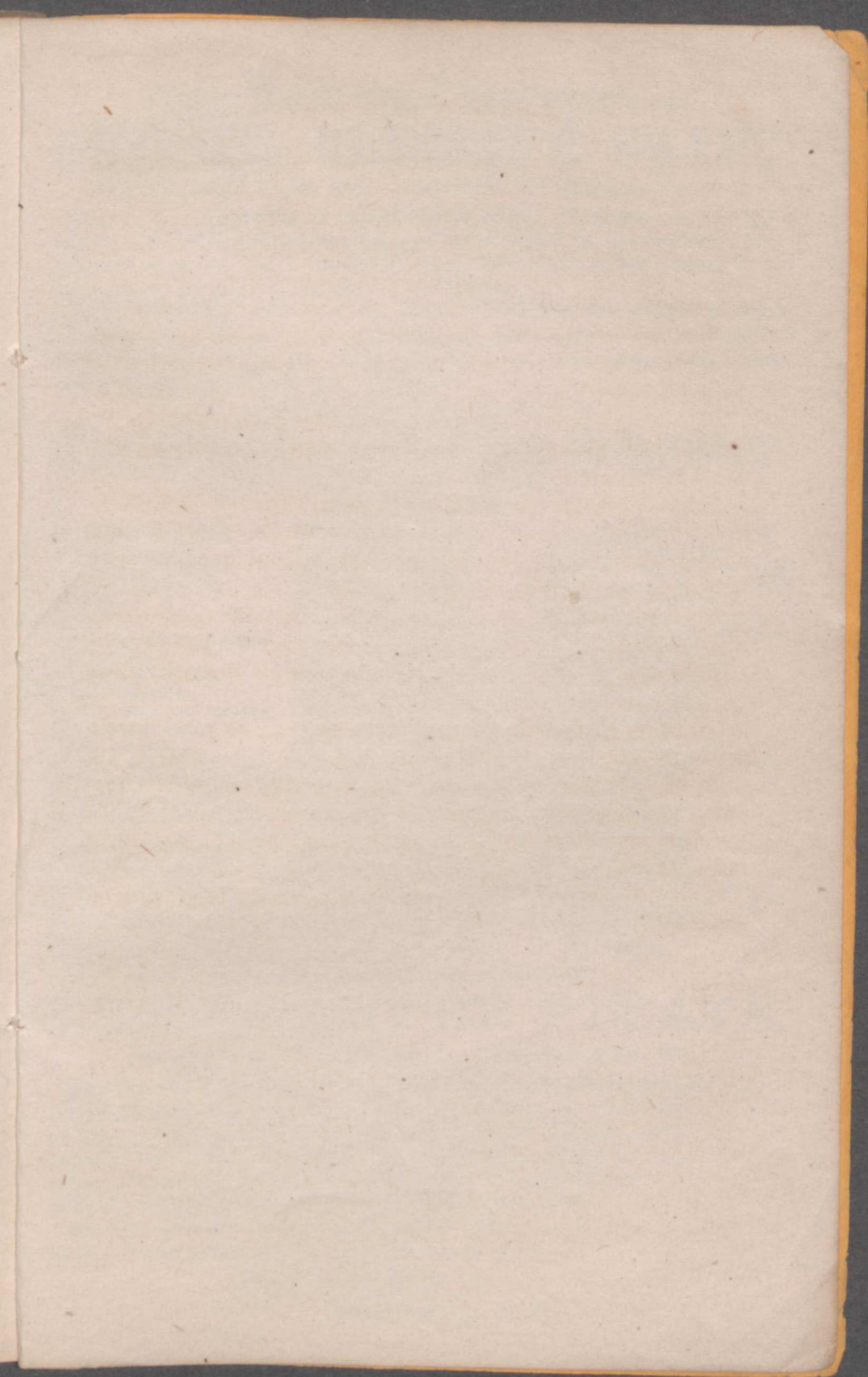
TOLLING THE STAKE—A ball struck *against the turning-stake* by mallet, roquet, ricochet, concussion, croquet, or roquet-croquet, after having run the *central* and *left flank* bridges *upward*.

TOUR OF PLAY—Is the turn given to each player. It *continues* so long as a point is accomplished.

TURNING-STAKE—The stake set opposite to the starting-stake, and near the upper end of the arena.

"UP THE COUNTRY"—A ball croqueted beyond the limits of the arena.

VICTORY—When all the partners of a side succeed in *striking out*.



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